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COMIC SHOP NEWS™

KIRBY: GENESIS
SILVER STAR

Dynamite Kicks Off the Silver (Star) Age

Most of the superheroes created by *Jack Kirby* are known and idolized by the public that they protect. But Dynamite Entertainment is about to introduce readers to a Kirby hero who avoids the public spotlight, preferring instead to keep the public blissfully unaware of the menaces that threaten them .

"Before ***Kirby: Genesis*** there was... Silver Star! The last great Kirby creation, Morgan Miller is the first of a new breed-- Homo-Geneticus," Dynamite's *Joseph Rybandt* said. "The most powerful man in the world has been living in secret for the last thirty years, but he's been busy. Silver Star secretly protects the world from the amazing super-powerful dangers that threaten billions every day."

"Silver Star stands next to Captain Victory as one of Kirby's greatest independent creations—those he gave the greatest thought and attention to," legendary artist and ***Silver Star*** story planner *Alex Ross* said. "It's a key accomplishment of the ***Kirby: Genesis*** series to return these characters to visible prominence in the field. Silver Star is Jack Kirby's Superman and Dr. Manhattan all rolled into one."

Writer *Jai Nitz* explained the concept of ***Kirby: Genesis—Silver Star.*** "*Jack Kirby's* original six-issue run of ***Silver Star*** hinges on the impending threat of nuclear holocaust and how people dealt with it," Nitz said. "For those of us old enough to remember the Cold War, 'the bomb' was a constant spectre looming over us. Kirby dealt with it by crafting a story about Morgan Miller, the Silver Star, a man who was genetically engineered to survive a potential holocaust. His father, Bradford Miller, had experimented on unborn children with a genetic payload. These children became known as The Others, and they were all superpowered.

"So the text of the comic was a war between superhumans for the fate of humanity. Silver Star battled Darius Drumm for the future of mankind. But the subtext of the story was about how man was on a path of self-destruction and needed a champion to save us from it."

What made Silver Star the right project for Dynamite's second ***Kirby: Genesis*** spinoff? "It's one of Jack's better known books, and one whose story fits ***Kirby: Genesis*** series perfectly," Dynamite publisher *Nick Barrucci* said. "It has strong reader awareness, and it's a great story. In many ways, ***Silver Star*** presents a very nice overview of what Kurt and Alex are doing in the main series, so it just made sense."

Kirby seemed very fascinated with "improved humans," those who are somehow superior to homo sapien—the Inhumans, mutants, the Eternals. How does homo-geneticus differ from these other Kirby races? "Kirby always wanted mankind to reach a new higher potential," Nitz said. "That belief in achievement—*ad astra per aspera*—is the cornerstone to many of Kirby's concepts. What sets homo-geneticus apart is that the execution of the idea was pure Kirby: writing, drawing, editing. Also, Kirby had something to say and said it. You can easily tell that Kirby had a point to everything in the book."

What sort of super-powerful dangers is Silver Star protecting people from? "We get into that starting with issue one," Nitz said. "Silver Star is the first line of defense against super-incredible forces that need to be handled without alerting the public. Giant monster? Call Silver Star. Asteroid threatening the Earth? Call Silver Star. Our main conceit is that the public doesn't know about all the fantastical dangers or the Silver Star himself.

In some ways, the description of the book sounds like a super-powered version of the ***X-Files*** or ***Planetary.*** How is it similar, and how does it differ? "Actually, that's a pretty good description!" Nitz said. "Personally, I want to stretch all my writing muscles on this book. So I'm trying to incorporate several different influences to make the story unique. I'm a huge fan of ***Hellboy*** and ***Miracleman***, so those influence my take on ***Silver Star*** as much as anything. But, of course, it all comes back to Kirby. The original six issues and other wild Kirby concepts over the years influence the final product most."

Does this tie in to the ***Kirby: Genesis*** story arc at all—and if so, how? "Yes, but I'd rather not say exactly how right now," Nitz said. "*Kurt Busiek* and *Alex Ross* have been monumentally helpful in making me feel like part of the ***Kirby: Genesis*** team. They really care about their story's success and how my story enhances that. I counted one day, and I found they have twenty-three Eisners between them. So when they talk, I listen.

"The humbling part is that they really care about collaborating and making sure the best ideas get to the readers. Between them and *Nick Barrucci* and *Joe Rybandt*, the esteemed braintrust of Dynamite Entertainment, the ***Kirby: Genesis*** line is in the best hands, and it *will* all tie together."

Do the various spinoff miniseries directly link to the ***Kirby: Genesis*** story arc in any way, or does each stand on its own? "Both," Barrucci said. "They both were developed as complementary spinoffs of ***Kirby: Genesis***. However, you can read them on their own and they stand alone quite well. I will say, though, that there is a reason we started with ***Captain Victory*** then went to ***Silver Star***; it's because where their stories fit in after certain issues of ***Kirby: Genesis***."

What attracted Nitz to ***Silver Star?*** Did he read the original series? "I remember when the originals came out. I was buying comics then. I was buying ***Destroyer Duck*** at the same time. I remember my thoughts on Kirby as a kid. I remember the covers of the Pacific comics clearly. So when Dynamite announced they got the Kirby family licenses, I mentioned ***Silver Star*** to Nick and Joe. I also mentioned ***Silver Star*** to Alex the first time I met him.

"I guess I was persistent enough that the idea stuck in their heads, and they approached me about the ***Silver Star*** ongoing series. I can tell you this: it's *awesome*. I'm surrounded by genius talent and support at every level. ***Silver Star*** is a great combination of a cool company to work for, talented collaborators, and a legendary Kirby foundation. Every day is a dream come true."

Silver Star is illustrated by *Johnny D;* how did he get tapped for this project? "*Johnny D* was *David Finch's* protégé and learned under David," Barrucci said. "He's drawn a story in ***Red Sonja #50***, he drew ***The Green Hornet Prelude*** to the *Kevin Smith* series and he's drawn ***Vampirella #11***. He has a kinetic energy in his artwork—a dynamic that really lends itself to Kirby—which is why he was the right artist for ***Silver Star***. And he jumped at the opportunity; he felt his art would truly shine, and he is correct!"

"When I was told I would be working on characters created by the great *Jack Kirby* himself, I erupted in crackling Kirby energy dots myself," *Johnny D* said. "And since I'm having my pages go through another comics icon, *Alex Ross*, I'm really going to grow as an artist and deliver my best work by far!"

Silver Star cover artists *Jae Lee* and *Mark Buckingham* (who's making his Dynamite debut with this project) were equally enthusiastic. Lee said that "it's an honor to be following in the footsteps of the greatest creator this medium has ever known," while Buckingham explained that "studying the pencil art of Jack Kirby, trying to capture some of *his dynamism* and energy, reinvigorate my own drawing and helped me evolve into a much better artist. Kirby *is* comics. Not just an artist or writer, but a primal creative force that still exists in the heart of so many modern comics and their creators. It is an absolute delight to be able to contribute cover art to ***Silver Star*** and to help honor his legacy."

"As you can see, *everyone* involved with ***Kirby: Genesis—Silver Star*** has such incredible enthusiasm for the project," Barrucci said. "We have put together a comic book that shows everyone's undeniable love of the genius that is *Jack Kirby*, and the passion will show on every page fans read!"

Are other ***Kirby: Genesis*** spinoff series in the works at Dynamite? "Right now, we're focused on these two," Barrucci said. "We'll be announcing more as we feel they are ready, but I don't want to put the cart before the horse."

Kirby: Genesis—Silver Star #1, a $3.99 comic, is scheduled for November release. The book will be offered with covers by *Alex Ross* (50%), *Jae Lee* (25%), and *Mark Buckingham (25%)*. In addition, there will be a negative incentive cover (1-for-10), a black and white incentive cover (1-for-15), and a sketch incentive cover (1-for-25).

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!

Childhood's End

Some writers assume that anything produced for readers of all ages has to be upbeat and light-hearted. It's quite safe to say, however, that *Von Allan* does not agree.

The first volume of ***Stargazer,*** which followed the adventures of three young girls in a fantasy world, was largely optimistic and at times idyllic in its tone. With ***Stargazer Volume 2,*** however, Von Allan introduces a significant tonal shift as the young trio has to confront the harshness of reality and loss. As Von Allan explained, the change in tone "was definitely planned from the get-go. I had written the scripts for ***Stargazer Volume 1*** and ***Volume 2*** well in advance of actually drawing any pages. The script was actually written while I was doing concept art for the story. This is definitely one advantage of doing original graphic novels rather than an ongoing periodical; the entire story can be planned out and teasers and foreshadowing elements established early. A very good non-spoilery example are the two chapter breaks in the first volume. These directly connect to Elora's revelation in ***Volume 2 and*** will be, I think, fairly obvious when someone re-reads the first volume after finishing the second.

"More broadly, ***Stargazer*** was always meant to deal with loss and how the inability to let go can be detrimental. The story opens with the death of Marni's grandmother and that was a very deliberate choice based on the events of volume two. It's sometimes hard to know how these things will be interpreted by a reader, but it was all planned right from the beginning."

Society normally attempts to protect children from the sense of loss that accompanies life and death; is ***Stargazer*** reminding the readers that children can endure more than we realize? "Yes, absolutely," Von Allan said. "But of course, they often *have* to. Society can be a bit odd in how it perceives and relates to children. On the one hand we treat children as separate from adults. They don't have as many rights and responsibilities as adults do, and we restrict their freedoms quite a bit. At the same time, society often romanticizes childhood; its supposed idyllic nature, peacefulness, and innocence.

"The reality is, I think, somewhere in between. The unfortunate reality is that some kids go through trauma of one extent or another regardless of how much society tries to protect them. But in spite of society's efforts to safeguard them, kids are often left alone to cope; this can be especially challenging since they often don't have the experience and frame of reference to deal with loss or grief properly.

COMIC SHOP NEWSARAMA

Produced by *Comic Shop News* in cooperation with *newsarama.com*

"That's a very key point in ***Stargazer;*** the girls are *not* stupid or dumb. They're just inexperienced, especially when it comes to death, and that leaves them struggling to deal with the emotions and consequences of certain events.

"WHOA!"
LOOK AT 'EM ALL!
I KNOW. THIS IS CRAZY! WHERE'D THEY ALL COME FROM? WERE THEY HIDING?
I KNEW THERE'D BE SOMEONE HERE! I JUST Knew IT!

"At the same time, I think kids are tough and resilient, too. They often cope far better than society thinks they can and perhaps better than society allows them to, as well. I wanted to show that throughout the story—that Marni, Sophie and Elora aren't weak. Marni *does* feel very alone after the death of her grandmother. She's an only child and her relationship with her parents isn't a great one to start off and her grandmother's death is making it that much harder for her. Marni's parents don't know how to relate to her; they're trying, and they're are not bad people, but Marni has withdrawn from them. And they, in a sense, from her. That means Marni is really on her own and even her friendship with Elora and Sophie, two kids her own age, doesn't really allow this subject to be broached. That isolation is a big part of ***Stargazer.***"

The story seems very metaphorical, almost allegorical in places. What was the inspiration to move beyond a children's fantasy into a more symbolic tale? "definitely planned that aspect of ***Stargazer,*** mainly because I like real change in stories. One of my complaints about some traditional children's fantasy is that, at the end of the day, the situation hasn't changed all that much. Magical events have occurred but, by the final page, the status quo is more or less the same. I think that's because the fantasy world often serves as an escape from the real world and that gives it a constancy that the real world lacks.

"I wanted to challenge and show that the fantasy world can also be in a state of constant change. That change can be just as tumultuous as what's happening in the real world. Different, maybe, but definitely evolving.

"What all three girls come to realize in ***Stargazer*** is that the fantasy world they find themselves in isn't an escape; in some ways, it's actually worse. That's a scary realization, especially because both Marni and Sophie had initially been embracing their new-found situation and adventure. It was really only Elora who was hesitant and uncomfortable and consistently wanting to return home from the beginning.

"I also wanted to build a fantasy world that the girls have an influence over, though it's mostly on a subconscious level. Built into the first volume were deliberate coincidences; for instance, they find food when they're hungry. They find a means of transportation when they need it. Based on their own expectations of what a fantasy world can be, they don't really pause and consider why any of these coincidences are happening. Volume 2 spells out the answers and the girls aren't necessarily happy with what they discover. The world they find themselves in is reacting to their presence. This is a key part of the story and is, I hope, fairly subtle and not really visible in the first volume at all. It creates a personal sort of symbolism since who the girls are plays a key role in what they're encountering.

Another important theme in ***Stargazer Volume 2*** is the rejection of anger as a positive force; why is it important for the girls to recognize this? "In ***Stargazer,*** powerful negative emotions aren't at all helpful to the girls. They don't realize this at first—and there's no real reason why they should. Elora has some suspicions but they aren't resolved until the second volume. The story hinges on powerful emotions and, though, in some ways, Marni is the focus, all three girls are affected and have an effect. How they cope with that and how they come to different realizations is a major part of the story.

"In the second volume, Marni comes to what turns out to be an incorrect decision about anger and its usefulness when she tries to deal with a critical situation. The girls, especially Marni and Sophie, all tend to react with anger at various stages in the story.

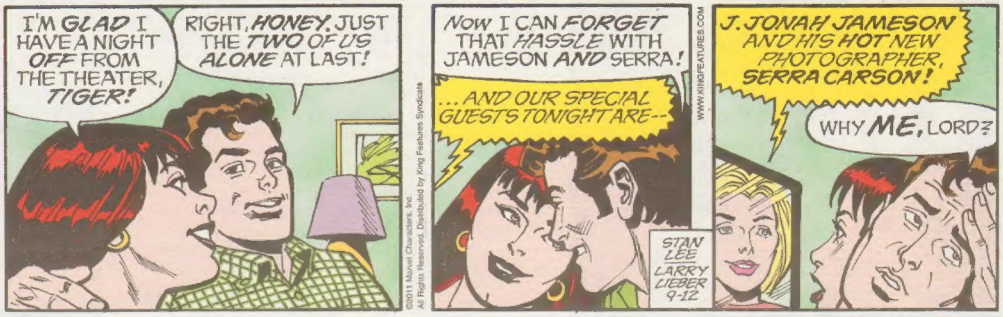
"I think anger can be a positive aspect if it's used properly; I mean, anger can be a powerful motivating force to change one's situation and improve oneself if it's channelled properly. It can also be incredibly destructive, both personally and for other people if it explodes into physical or mental violence. Each of us will be angry at one point or another in our lives, but how we handle it is really the key thing."

Stargazer Volume 2 seems to bring the story to a close—but at the same time, there's room for other tales of Sophie, 'Lora, and even Marni. Is their story done now, or will Von Allan revisit these girls again at some point? "It's done for now, though I guess that statement leaves me a bit of wiggle room! The pragmatic answer is this: if there's interest in these stories and sales reflect that, then yes, there *is* room for more. There is definitely a way to continue the story and there are certain things I'd like to explore both with the characters and the strange world they found themselves in.

"At the same time, I knew sales would be

SPIDER-MAN

BY STAN LEE & LARRY LIEBER


I'M GLAD I HAVE A NIGHT OFF FROM THE THEATER, TIGER!
RIGHT, HONEY. JUST THE TWO OF US ALONE AT LAST!
NOW I CAN FORGET THAT HASSLE WITH JAMESON AND SERRA!
...AND OUR SPECIAL GUESTS TONIGHT ARE--
J. JONAH JAMESON AND HIS HOT NEW PHOTOGRAPHER, SERRA CARSON!
WHY ME, LORD?
STAN LEE LARRY LIEBER 9-12
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tough and doing a story that has a very definitive ending was important to me. I also didn't want to leave readers hanging with an incomplete story. I wanted to avoid leaving an unresolved ending since that kind of thing has frustrated me so much as both a reader and fan of other stories. I planned ***Stargazer*** very carefully to ensure that both volumes would see print and I'm proud to have accomplished that. If it turns out there's a hunger for more stories, then I'll see what I can do. I'd certainly love to hear from readers about this. I have a soft spot for these characters and I care about them quite a bit. For the meantime, though, the chapter is closed and I'm eager to move on to something new."

Stargazer Volume 2, an original graphic novel from Von Allan Studios, is scheduled for October release.

CSNsider

•*Steven Sanders* has replaced *Tim Seeley* as artist of ***Generation Hope #12.***

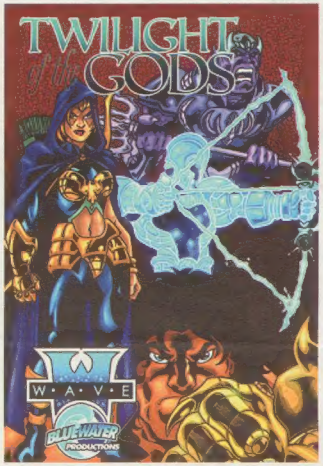
•***Fear Itself #7*** has expanded to 64 pages; the price remains at $4.99.

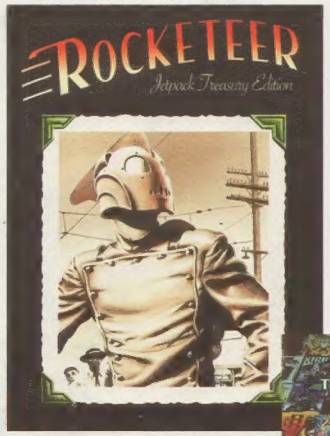
•*Khoi Pham* has replaced *Steve Kurth* as artist of ***X-Men Legacy #257.***

•Last week, *CSN* told you about the second printing of ***Justice League #1,*** which sold out so quickly that DC rushed a third printing into production as well in order to meet the demand. Well, it turns out that the second printing was so heavily ordered—and the demand was so underestimated when the print run was set—that retailers are receiving less than 1/3 of the number of copies they ordered. For those who just want a copy of the book to read, the third printing should be available at the same time—but for those who are collecting the various covers, the second printing may turn out to be the rarest of all!

•The smash-hit success of IDW's ***Teenage Mutant Ninja Turtles*** has inspired the publisher to expand the line with four standalone tales focusing on each of the Turtles. The line will begin with ***Teenage Mutant Ninja Turtles Micro-Series #1: Raphael,*** written by *Brian Lynch* with art by *Franco Urru*. The tale introduces Raphael to another mutant, the arctic fox Alopex (a new character designed by TMNT co-creator *Kevin Eastman*), who may have a new clue pertaining to the Turtles origin. Unfortunately she's too busy being hunted alive to share the info! Will Raphael and his new friend survive the night? Die-hard TMNT collectors won't want to miss out on the 1-for-25 retro variant edition, featuring a remastered original *Kevin Eastman* ***Raphael Micro-Series*** cover. Look for it in November!

•Bluewater may currently be known for its biographical comics, but the company is venturing in a new direction this fall with the release of ***Twilight of the Gods #0.*** According to Bluewater's *Jason Schutz*, ***"Twilight fo the Gods*** introduces readers to a new and exciting shared universe of superhero action and gives readers a glimpse of four new comics from Bluewater: ***Artemis, Heracles, Orion,*** and ***Trident: The Power of Poseidon.*** The story begins as the Greek gods of old are on their deathbed, and continues with ramifications that will have world-shattering consequences." To make the shared-universe launch even more appealing, Bluewater is pricing ***Twilight of the Gods #0*** at only $1. Look for it in November.

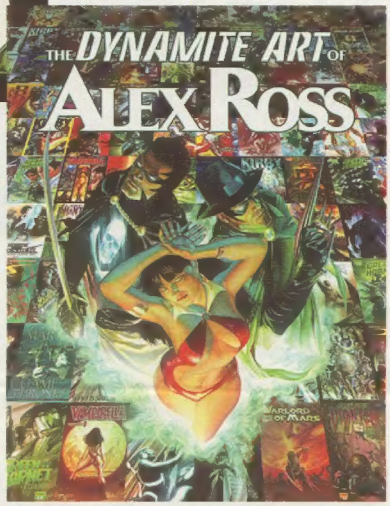




•Remember those wonderful oversized Treasury Editions from the 1970s, which presented comics in an oversized format that allowed you to see the art in all its glory? Well, IDW remembers them as well—so they're bring them back, beginning with November's ***The Rocketeer Jetpack Treasury Edition,*** a 64-page 10" x 13" comic that offers classic *Dave Stevens* Rocketeer tales in full color with cardstock covers. Start clearing a place on your bookshelves now, 'cuz this one *won't* fit in your comic book boxes!

•IDW has enlisted an impressive array of horror talent to produce prose tales for an upcoming ***Zombies Vs. Robots*** anthology. "Expanding from comics into prose is a logical progression," IDW's *Chris Ryall*, co-creator of ***ZvR,*** said, "though as the heretofore sole writer of the series, I must admit that letting other writers into our subversive little world was at first troubling. But now I'm fine with it... as long as no one expects me to let them write ***ZvR*** comics, too..." Writers involved in the project include *John Shirley, Nancy A. Collins, James A. Moore, John Skipp, Steve Rasnic Tem,* and *Amber Benson,* among others.

•For the past few years, *Alex Ross* has done the bulk of his creative work in conjunction with Dynamite Entertainment, where he has worn many hats: cover artist, designer, writer, plotter, illustrator, and art director. This November, Ross and Dynamite celebrate this close working relationship in ***The Dynamite Art of Alex Ross,*** a hefty hardcover that features sketches, designs, layouts and pencils, interior work, covers, and a wealth of unpublished art, as well as all of



MR. JAMESON, I UNDERSTAND YOUR PAPER HAS A NEW STAR PHOTOGRAPHER!
THAT'S IT! RUB IT IN!
STAN LEE LARRY LIEBER 9-13
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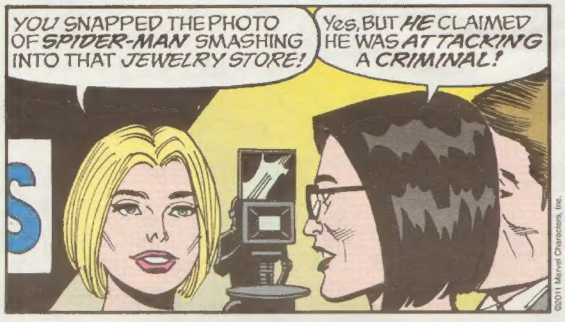
YOU SNAPPED THE PHOTO OF SPIDER-MAN SMASHING INTO THAT JEWELRY STORE!
YES, BUT HE CLAIMED HE WAS ATTACKING A CRIMINAL!
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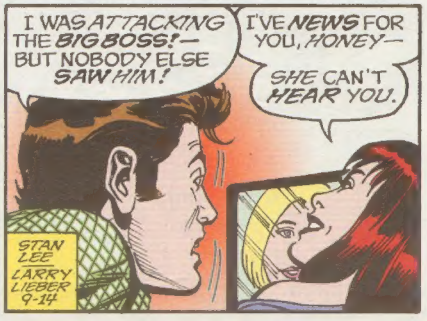

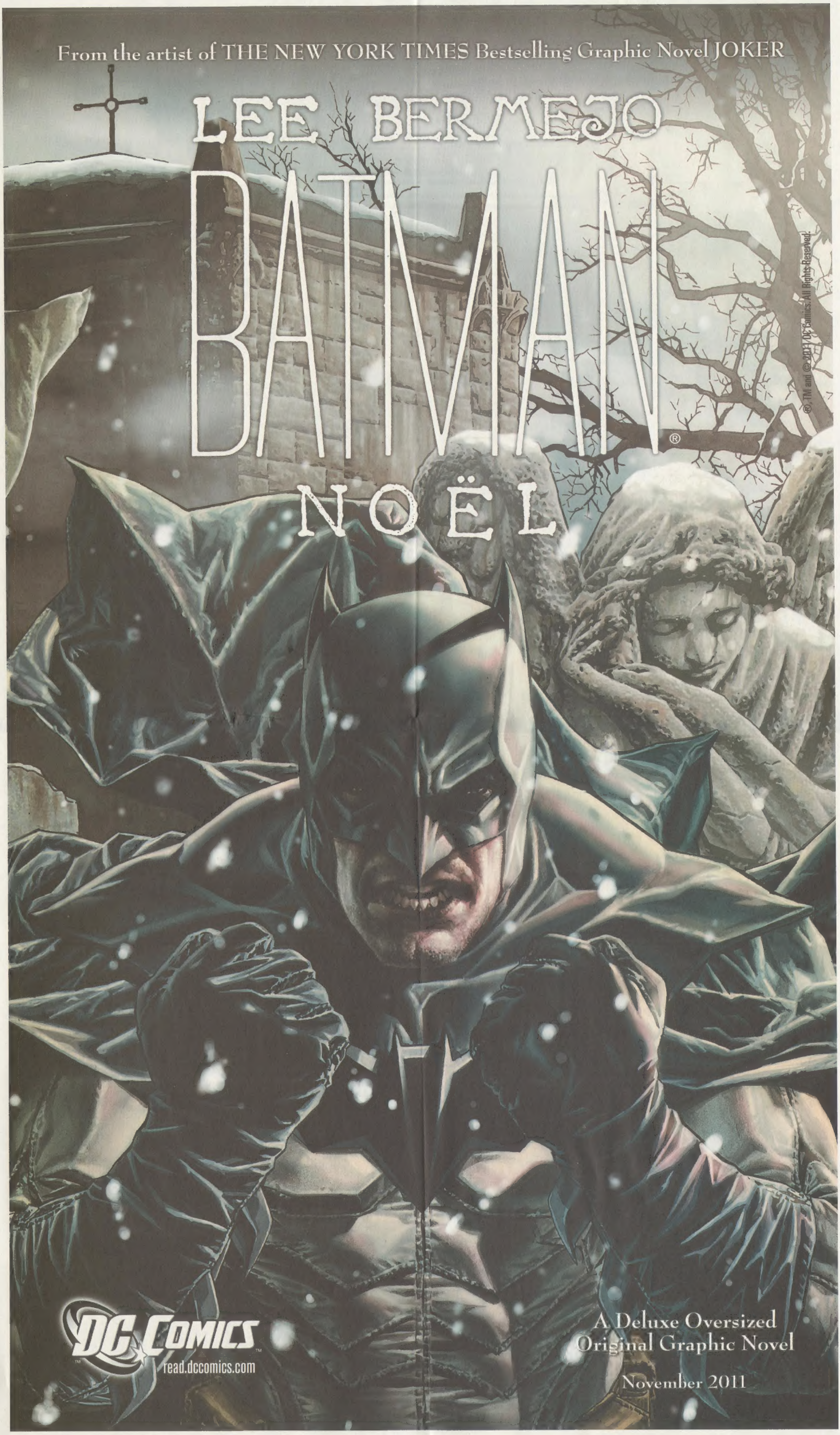
From the artist of THE NEW YORK TIMES Bestselling Graphic Novel JOKER
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A Deluxe Oversized
Original Graphic Novel
November 2011

Ross's Dynamite covers and interior art, complete with commentary by *Alex Ross* himself. "For all people who had been interested in my art before but may not have taken a close look at the many projects I've served on with Dynamite Entertainment, this book is the perfect collection of all of that work in one," Ross said. "I'm thrilled to finally have a portfolio-like collection of these images that can stand next to my work with other publishers."

"To say that Alex Ross' work with Dynamite Entertainment contributed to the success of our company is a *huge* understatement of his importance," Dynamite Entertainment President and Publisher *Nick Barrucci* said. "I am humbled and grateful that Alex has decided to make his home at Dynamite for the past several years. Wait until you see what we have coming up next!"

It's Alive!...

Mary Shelley's famous monster will live again next year, courtesy of *Steve Niles & Bernie Wrightson*. The duo are producing ***Frankenstein Alive, Alive,*** a new series slated for 2012 release from IDW Publishing, picking up where Shelley's legendary novel left off.

"This is an idea that's been rattling around somewhere in the back of my mind for a good many years," said Wrightson, who produced a series of stunning fine-line

illustrations to accompany a 1980s edition of Shelley's novel. "I mentioned it to Steve and we started talking. In about two minutes I realized that not only were we on the same page, we shared a vision. I'm very excited to see this finally happening. It's going to be lot of fun."

"The fact that I grew up worshipping Wrightson's Frankenstein and now I'm working on a sequel with him is mind-blowing," Niles said. "This is the project of a lifetime for me."

What makes the 13-part ***Frankenstein Alive, Alive*** different from other Frankenstein tales is that the story will be told from the monster's perspective.

Newmar Comic a Purrfect Addition for Bluewater

Earlier this year, Bluewater launched their cult-favorite series ***The Misadventures of Adam West,*** casting the former TV Batman as a suave, debonair adventure hero. Now Bluewater is attempting to duplicate that success by once again returning to the ***Batman*** TV series for inspiration.

The Secret Lives of Julie Newmar, starring the popular actress who portrayed Catwoman on the 1960s ABC-TV series, will join the Bluewater lineup in February of 2012. "Fans will see Newmar in a new light," Bluewater's *Darren Davis* said. "The story starts with Newmar enjoying a quiet morning in her garden, when she is high jacked into the space/time continuum and dropped into the office of the top-secret organization Hour Glass. Newmar is implanted with a mysterious chip that will allow her to travel through time. Her assignment is to track down renegade scientist Dr. Vertigo and his fiery assistant Onyx who are on an extended jaunt through time that may well have dire consequences for the universe and beyond, and to bring him back alive before he can do any damage. If Julie does not accept the assignment, she will never see her own time again."

"I have loved working with *Adam West,* and now to work with *Julie Newmar* has been phenomenal," Davis continued. "I am thoroughly proud of this and Julie makes the perfect spin-off for ***Adam West***. Both will be in each other's lives in both series."

"I think comic book fans will have fun as we travel through time and space," Newmar said. "We'll visit some of my favorite memories of my life and visit some amazing moments in history."

The series is produced by *Marc Shapiro & Cindy Mehrlich*, with cover art and character designs by *Joe Phillips*. Shapiro said that he continually consulted with Newmar about the style and direction of the stories. "This series has been have been so much fun to do," Shapiro said. "And it is an homage to the kinds of stories that first appeared in the mid-60's. ***Secret Lives is*** just a straightforward adventure that will entertain all ages."

Coming Comics—Dark Horse in December

Superceleb vampire Harmony Kendall returns in ***Angel & Faith #5*** by *Christos Gage* and guest artist *Phil Noto*. When a stalker threatens to expose one of Harm's misdeeds, she solicits the help of wayward heroes Angel and Faith.

The Art of the Mass Effect Universe HC features concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more—including ***Mass Effect 3.***

•***Brody's Ghost,*** a one-shot collecting the four *Mark Crilley* stories from ***MySpace Dark Horse Presents.***

As Xander, Dawn, and Willow retreat into their own complicated lives, Buffy finds herself drawn more closely to her new friend Severin, a mysterious crime fighter. Together they take on a new kind of vampire threat in *Andrew Chambliss, Georges Jeanty, & Dexter Vines'* ***Buffy the Vampire Slayer Season 9 #4,*** the final issue of the first story arc.

Mike Mignola's Hellboy is the centerpiece of ***Dark Horse Presents #7,*** which also features new material by *Andi Watson, Howard Chaykin, Neal Adams, Ricardo Delgado,* and others.

Part personal history, part biography, *Mary M. Talbot & Bryan Talbot's* ***Dotter of Her Father's Eyes HC*** contrasts two coming- of-age narratives: that of Lucia, the daughter of James Joyce, and that of author Mary Talbot, daughter of the eminent Joycean scholar James S. Atherton. Social expectations and gender politics, thwarted ambitions and personal tragedy are played out against two contrasting historical backgrounds in this 96-page original graphic novel.

HOW CAN YOU DEFEND SPIDER-MAN?
I'VE ALWAYS BEEN ONE OF HIS FANS!!
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Felicia Day, Sandeep Parikh, & Becky Cloonan present the newest ***Guild*** one-shot, ***Zaboo.*** Zaboo has loved Cyd's game avatar Codex from afar since the two first met playing The Game. Just what he'll do for love comes to the fore as he embarks on a real-life quest to escape his mother and become Cyd's knight in shining armor. The oneshot, which also includes interactive pages and other game features, leads directly into ***The Guild*** season 1!

Wrongly branded a traitor by his fellow samurai, Amane is attacked and left for dead. When he is found by a mysterious tattoo artist, his life is saved—and changed forever—in ***The Immortal: Demon in the Blood #1*** by *Ian Edginton & Vicenç Villagrasa.*

In ancient Japan, a witch seeks to use the warrior-monk Ningen's enlightened body and spirit to resurrect a demon-samurai in ***Ningen's Nightmares TP,*** a graphic novel by *J.P. Kalonji & Dan Jackson.*

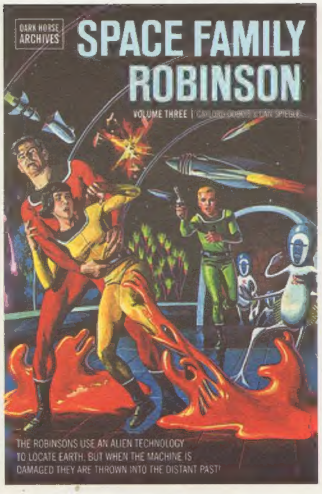
The name's Cross. Jahan Cross. Move over, James Bond; there's a new secret agent in the galaxy, and he has the weight of the Empire behind him, as *John Ostrander & Stephane Roux* demonstrate in ***Star Wars: Agent of the Empire—Iron Eclipse #1.***

When a Boeing 777 lands at JFK International Airport and goes dark on the runway, the Center for Disease Control, fearing a terrorist attack, calls in Dr. Ephraim Goodweather and his team of expert biological-threat first responders. Only an elderly pawnbroker from Spanish Harlem suspects a darker purpose behind the event: an

ancient threat intent on covering mankind in darkness. See what happens next in ***The Strain #1*** by *David Lapham, Guillermo del Toro, Chuck Hogan, & Mike Huddleston,* the kickoff of an 11-part miniseries.

Dark Horse collected editions (solicited for December, January, and February release) include:

- ***Archie Archives Volume 4 HC,*** collecting every Archie appearance from ***Pep Comics # 51-53*** and ***Archie Comics #s 11-14.***
- ***Creepy Archives Volume 12 HC,*** collecting


DARK HORSE ARCHIVES
SPACE FAMILY ROBINSON
VOLUME THREE
THE ROBINSONS USE AN ALIEN TECHNOLOGY TO LOCATE EARTH. BUT WHEN THE MACHINE IS DAMAGED THEY ARE THROWN INTO THE DISTANT PAST!

Creepy #s 55-59, featuring work by *Doug Moench, Reed Crandall, Gardner Fox, Paul Neary, Sanjulian, Richard Corben,* and others.

- ***Empowered Deluxe Edition Volume 1 HC,*** collecting the first three ***Empowered*** graphic novels by *Adam Warren,* along with forty pages of top-secret, never-before-seen extras.
- ***Hellboy Volume 12: The Storm and the Fury TP,*** collecting ***Hellboy: The Storm #s 1-3*** and ***Hellboy: The Fury #s 1-3,*** including the death of Hellboy.
- ***King Conan: The Scarlet Citadel TP,*** collecting the four-part adaptation.
- ***The Manara Library Volume 2 HC,*** collecting the historical epic ***El Gaucho,*** and ***Trial By Jury,*** a collection of shorts never published in the US in which some of history's most notorious figures undergo a mock trial.
- ***Space Family Robinson Archives Volume 3 HC,*** collecting ***Space Family Robinson #s 15-22*** by *Gaylord DuBois & Dan Spiegle.*
- ***Star Wars Omnibus: A Long Time Ago... Volume 5 TP,*** collecting Marvel's ***Star Wars #s 86-107,*** the final Marvel issues.
- ***The Strange Case of Mr. Hyde TP,*** collecting the miniseries by *Cole Haddon & M.S. Corley.*

Dark Horse collectibles include:

- ***Classic Marvel Characters 4: Daredevil,*** a syroco-style statue limited to 1000 numbered pieces and packaged in its own tin box, with a pin-back button and character booklet.
- ***Classic Marvel Characters: Fantastic Four 2—Invisible Girl,*** a syroco-style statue limited to 1000 numbered pieces and packaged in its own tin box, with a pin-back button and character booklet.

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IT'S TOO DANGEROUS FOR YOU TO VISIT A CHILDREN'S HOSPITAL TOMORROW!
I HAVE TO, HONEY! I CAN'T DISAPPOINT THOSE KIDS!
STAN LEE LARRY LIEBER 9-16
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YOU'LL BE ARRESTED IF YOU SHOW UP!
IT'S A CHANCE I'LL HAVE TO TAKE!
I KNOW SPIDER-MAN WON'T LET THE CHILDREN DOWN!
MY MASTER'S THESIS WAS A PSYCHOLOGICAL STUDY OF SPIDER-MAN! I'M SURE HE'LL VISIT THAT CHILDREN'S HOSPITAL!
SHE'S GOT A MASTER'S DEGREE?
STAN LEE LARRY LIEBER 9-17
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I TOLD YOU, HONEY—SHE'S SMART! AND SHE'S TRYING TO HELP ME!
WHY DO I FIND MYSELF RESENTING HER?

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